

WARRIORS

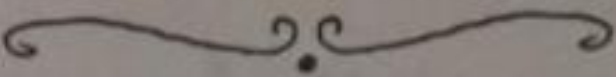
ADVENTURE GAME

Visit www.warriorcats.com
to download game rules, character sheets,
a practice mission, and more!



Written by Stan! • Art by James L. Barry

Mission of Mercy



Whatever the previous adventure you played, consider that one moon has passed since then. Determine what age that makes all of the cat characters (including the one belonging to the person who will take the first turn as Narrator) and use the information found in the "Improving Your Cat" section of Chapter Four in the game rules to make the necessary improvements.

Unless you are the first person who will act as Narrator in this adventure, you should stop reading here. The information beginning in the next paragraph is for the Narrator only.

The Adventure Begins

Hello, Narrator! It's time to begin playing "Mission of Mercy." Make sure all the players have their character sheets, the correct number of chips, a piece of paper, and a pencil. Remember that the point of the game is to have fun, so don't be afraid to go slow, keep the players involved, and refer to the rules if you aren't sure exactly what should happen next.

When you're ready, begin with 1 below.

1. Twoleg Trouble

Special Note: "Mission of Mercy" involves the players' cats interacting with a little girl (who they will refer to as a "Twoleg kit"). This presents a kind of storytelling challenge that is different than any of the previous adventures: Players will need to set aside their human knowledge and embrace the perspective of their cat characters.

The players will certainly have a better understanding of

what the girl knows, feels, and wants than their cats would. The challenge for everyone will be to keep the focus on the cats' point of view—for the players to pretend not to know things they clearly do (like how humans react in different situations) and for the Narrator to avoid explaining things from a person's perspective (for example, saying that she "howls" rather than "cries").

This kind of roleplaying is at the heart of what makes the *Warriors Adventure Game*, and other games like it, so much fun. Help the players to let their imaginations flow and you will all begin to see your characters, as well as the characters in the novels, in a new light.

Read Aloud: "Greenleaf is nearing its end. The days are still warm and lazy, but they're growing shorter and there's a chill in the air at moonhigh. The coming of leaf-fall usually marks a time of peace and quiet among the Clans, so it seems particularly odd that warriors from all four Clans have suddenly been gathered together."

Narrator Tips: When all the warriors are together, the leaders of all the Clans tell them about a dire emergency. A Twoleg kit is lost in the woods above the lake. The kit has wandered too far from where she entered the woods—and the cats have seen older Twolegs looking for her in the wrong places.

The cats have an idea where the kit is by luck—a ThunderClan patrol saw her and reported that she was wandering farther and farther away from where the older Twolegs were searching. In fact, she's moving so unpredictably that the same patrol failed to locate the kit again even at sunhigh. Later, a ShadowClan hunting party saw her from a long way off, and then a WindClan patrol heard her as moonhigh approached.

Several groups of warriors have tried to lead the older Twolegs to the right areas, but they are so distraught over their missing kit that they have completely failed to notice what the cats have been trying to tell them.

The players' cats' assignment is to find the missing Twoleg kit and bring her back to someplace where she can be found by her own kind.

Let the players ask questions of the leaders. The leaders will answer as best they can, but very little is known. Twolegs are unpredictable, and their kits even more so. What's more, they often wander into dangerous situations without even noticing that they're doing so. Many warriors are being sent out to different locations with the same assignment: Find the kit and bring her back to where other Twolegs can find her. A few other warriors are being sent to keep track of the older Twolegs so that they can try to lead them to the kit, once she is found.

After the players' questions have been answered, tell them that their cats have been assigned a stretch of woods far up the hill above ShadowClan territory.

Once the cats reach their assigned area, let them search around. There are signs that the Twoleg kit has been this way recently—tracks in the dirt and mud, broken twigs on the underbrush, and the strong scent of a Twoleg kit in the air. Allow all cats the opportunity to make Smell Checks to see if they can pick up the trail (the Track or Alertness Knacks can be used here, if the cats have access to either). To figure out how successful the search is, add the cats' results together to get a group total.

What Happens Next: If the group total is 20 or higher, continue with 9.

If the group total is under 20, continue with 4.

2. The First Leg

Read Aloud: "The kit seems happy to follow you. She must have been terribly lonely, because now that she's found you she keeps calling out in her tiny little Twoleg voice."

Narrator Tips: The cats have passed the first major obstacle—getting the kit to follow them. Of course, as the Narrator you know that it is extremely difficult to get a five-year-old child to focus on anything for long periods of time.

This scene is about the difficulty the cats have in getting the Twoleg kit to stay focused on the simple task of walking back toward her home.

Think about the kids you've known and the things that would grab their attention; then improvise a scene where the kit has a similar distraction. Perhaps she sees a butterfly and begins to chase it. Perhaps she gets tired and wants a nap. Perhaps she wants to pick some wildflowers. Choose whatever seems the most interesting to you.

The players will then have to come up with a plan to get the kit back on task. This plan can involve the "Improvvised Actions" rules or just be played out through roleplaying, whichever you prefer.

Eventually, the cats should be able to get the Twoleg kit moving again. Then the question will be where to take her. The two most likely places to find Twoleg adults are the area where the adults were searching yesterday or near the edge of the lake, where many Twolegs gather during greenleaf.

What Happens Next: If the players' cats decide to take the kit to where the Twoleg adults were searching yesterday, continue with 5.

If the players' cats decide to take the kit to the lake, continue with 16.

3. Frustration

Read Aloud: "Despite your best efforts, the kit is becoming upset again. Between the fear and her inability to understand the things you're trying to tell her, it's more than one small Twoleg can take. With a howl of frustration, she dashes away."

Narrator Tips: Twolegs often do irrational things when they're under a great deal of stress, and it's understandable that this kit is upset that, having found a familiar area, no one is there to help her.

As the Narrator, you should help the players understand why the Twoleg kit is acting this way, even if their cats might not be able to. (Although, any cat that has the Twoleg Lore Knack can make a Ponder Check to try to understand. The total for the check must be 10 or higher for the cat to get a true insight into the kit's motivations.)

The cats must come up with a plan to get the kit to calm down and start following them again. Use the rules for "Improvised Actions" to determine if the action succeeds. If so, the Twoleg kit follows the cats to the only other place it makes sense to go—the lake. If the action fails, but the plan was good or excellent, the kit keeps running and the cats must try a different plan. If the plan was bad, or this is the second time that the cats have failed with a good or excellent plan, the kit will no longer pay attention to the cats and will run blindly off into the woods.

What Happens Next: If the Twoleg kit follows the cats toward the lake, continue with 16.

If the kit ignores the cats and runs blindly into the woods, continue with 7.

4. Wrong Tracks

Read Aloud: "After following the tracks for a while, you find yourself back where you started."

Narrator Tips: The cats were following the wrong tracks and they must start their search over. Fortunately, they now have their own scents to mark a trail they know is incorrect. Oddly, that makes it easier to find and follow the right tracks.

Have each cat make a new Smell Check (this time allowing both Track and Twoleg Lore Knacks to be used, if the cats can

use them and wish to do so). Again, add all the results together to get a group total.

What Happens Next: If the group total is 15 or higher, continue with 9.

If the group total is less than 15, continue with 7.

5. Familiar Territory

Read Aloud: "As you lead the Twoleg kit toward the area where the adult Twolegs were searching yesterday, the forest grows quiet—too quiet, you think, but you're not sure why. Before you can ponder it much, though, the Twoleg kit starts to make happy chirping noises. She must recognize this area."

Narrator Tips: If the players are curious as to the significance of the quiet in the forest, ask them to tell you what they think is so important about it. The answer is that, with so many groups of Clan cats searching the woods, and with all the noise that the Twoleg kit is making, it is strange that no other cats have come out to greet you as you bring the kit through the woods. If any of the players guess the correct reason, tell them so. If none of them do, have the cats all make Ponder Checks. Those whose total is 8 or higher figure out the reason.

As the Narrator, you should know that the reason the other cats are not here is that they are off chasing the older Twolegs. The adults were here earlier today but they packed up and moved on. The Clan leaders told the cats who were searching in this part of the forest to chase after the adult Twolegs and bring them back, knowing that it was very likely that one of the other groups would actually bring the kit here. However, there is no way for the players' cats to know this. They will just have to guess at the reason.

One thing that seems sure is that there are no longer any adult Twolegs in this area, and if there are no adults here then this is the wrong place to bring the kit. Have each cat make

a Smell Check to confirm that there are no more Twolegs in the area. Any cat with a total of 4 or higher is certain of that fact, and anyone that gets a 6 or higher can tell that there were adult Twolegs here earlier in the day, but they've been gone for a while. Any cat that gets a total of 10 or higher, though, will smell a different scent on the wind. A dangerous scent that's growing closer. The scent of a bear!

The players' cats will have to come up with a plan to get the Twoleg kit to follow them out of the area. Use the "Improvised Actions" rules to determine how well the plan works. If the plan succeeds, then the Twoleg kit will follow the cats toward the lake. If it fails but it was a good or excellent plan, the kit refuses to leave the area and continues to look for other Twolegs. If the plan was a bad one and it fails, the kit becomes so upset at having found this spot but not finding the other Twolegs that she runs blindly into the woods.

What Happens Next: If the kit follows the cats toward the lake, continue with 16.

If the kit refuses to leave the area, continue with 11.

If the kit runs blindly into the woods, continue with 5.

6. Follow Us!

Read Aloud: "Twolegs can be very unpredictable. This one is lost and obviously frightened. Maybe it's best to call out to her from a distance."

Narrator Tips: The players' cats have a plan that in some way calls for them to avoid approaching the Twoleg kit and instead trying to get her to come to them. Perhaps they call out to her the way a Clan queen would to a missing kit. Perhaps they try to act the way they think kittypets act, knowing the Twolegs find those pampered, spoiled kinds of cats appealing.

You may also want to remind the players about the differences between what they know and what their cats know. Clan cats have no idea what a Twoleg kit likes, dislikes, or

fears—everything should be thought of from a cat's perspective.

Use the method described in the "Improvise Actions" sidebar to determine the success of the players' plan. In this case, there are three likely results. If the action works, the Twoleg kit will follow the cats. If the action fails but it was a good or excellent plan, the Twoleg kit will stay where she is but will remain curious about the cats—and they will have to approach her in order to get her to follow them. If the action fails and the plan was bad, the Twoleg kit will become frightened and run away. **What Happens Next:** If the Twoleg kit follows the cats, this is the end of the chapter. Hand the adventure to the next Narrator and tell him or her to continue with 2.

If the cats decide to approach the Twoleg kit, continue with 12.

If the Twoleg kit runs away, continue with 8.

7. Some Kits Stay Lost

Read Aloud: "The trail is nearly impossible to follow—twisting, turning, and going in circles that make no sense. If prey could leave trails this confusing, the Clans would go hungry!"

Narrator Tips: There are several reasons the adventure may end up at this juncture. Improvise a short closing scene based on the appropriate section below.

The most likely reason the story wound up here is that the players' cats have followed the wrong trail completely. If this is the case, they have no hope of finding the right trail, but you may have fun describing some of the strange ways the trail leads them.

Another likely reason for reaching this scene is that the Twoleg kit simply runs into the woods and away from the players' cats. They may chase her for a while, but the kit will not stop.

As the Narrator, you get to decide the ultimate fate of the

Twoleg kit. Does the group of Clan cats manage to lead her home? Do the adult Twolegs figure out the right place to look and find her on their own? Does she simply run into the woods, never to be heard from again—leaving her ultimate fate a mystery?

What Happens Next: No matter what the details are, this scene means that the adventure has ended badly. The players' cats do *not* get any Experience rewards for this adventure. The group can, however, play the adventure again, hopefully making smarter decisions along the way and guiding the Twoleg kit more carefully.

8. Frightened Kit

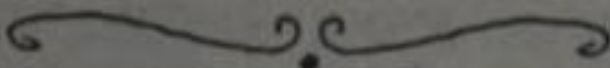
Read Aloud: "The Twoleg kit's eyes go wide with terror and she lets out an ear-piercing yowl. Then she turns and runs deeper into the woods."

Narrator Tips: The Twoleg kit is so scared by everything that's happened to her that the only thing she can think to do is run away, even though the players' cats want nothing other than to help her. Unfortunately for the kit, running away is only going to make things worse for her.

The cats must think of some way to stop the kit and get her



IMPROVISED ACTIONS



In most scenes, the text will tell you exactly what the players' cats must do—what Skills or Attributes to use and what the results are based on the totals of the Checks. Beginning in this adventure, some scenes will call for the Narrator to let the players come up with their own solutions.

When this happens, the Narrator will let the players decide what their cats want to do and, where appropriate, ask them for details about how they plan to make it happen. This is a storytelling game, so be sure to encourage them to put in all the important details.

Once the course of action is chosen, it is up to you, the Narrator, to decide how that plan will work in the game—meaning what Skill or Ability Check should be used to represent it. The Narrator also has to decide what chance the plan has to succeed. This may sound difficult, but it's really not.

First, select the Check that will represent the action. If you're having difficulty remembering them all, the *Quick Start* document (found on www.warriorcats.com) has all the Abilities and Skills listed (as does Chapter Two of the game rules). There may not be a perfect answer, so just choose the one that makes sense to you. You'll also have to decide if any Knacks can be used as part of this action. You will

probably find that the players will ask if they can use a particular Knack and you will just have to make a yes or no judgment, rather than having to decide for all the Knacks ahead of time. (But if there is a Knack that you think would be especially helpful, it is usually a good idea to tell the players that.)

The results of the Check will be determined based on how good you think the players' plan is (based on how likely it is to get the result the players intend)—excellent, good, or bad. This will tell you what number the Check must beat. Once you've made that decision, use the chart below to pick the target number for the Check. (Remember that you can always make actions slightly more or less difficult by raising or lowering the target number by one or two points. As the Narrator, you have the power to make any adjustment you think will make the game more fun.)

Quality of the Plan	Individual Target Number	Group Target Number
Excellent	6	10
Good	8	15
Bad	10	20

Using these guidelines will make it easier for you to improvise scenes in all of the published *Warriors Adventure Game* adventures, and to make up adventures of your own.

headed in the right direction. Perhaps they run with her for a while and try to slowly turn her course so that while she thinks she's still running away, she actually is going where the cats want her to. Perhaps they will run ahead and pretend to be hurt, hoping that the kit will stop to help them. Perhaps they will run back and forth in front of her hoping that if she slows down a bit it will clear her mind and help her understand that blindly running away is the worst thing she can do.

Use the method described in the "Improvise Actions" sidebar to determine the success of the players' plan. In this case, there are only two likely outcomes. Either they get the kit calmed down enough that she will be reasonable, or the kit is so frightened that running is the only thing she is willing to do.

What Happens Next: If the cats get the Twoleg kit calmed down enough to be reasonable, continue with 12.

If the Twoleg kit is so frightened that nothing can stop her from running, continue with 7.

9. The Missing Kit

Read Aloud: "The scent trail grows stronger and fresher. You must be on the right track!"

Narrator Tips: Describe the winding, unfocused trail the players' cats are following—going one way then another, doubling back along its own route and then circling around back in the original direction again. Clearly the Twoleg kit is lost and doesn't know where to go. But the cats are certain that she must be around somewhere.

Have the cats each make a Listen Check (to which the Track or Alertness Knacks may be applied, if the players like). Any cat whose total is 10 or higher hears the Twoleg kit nearby, though it's not clear what she is doing. The noises are not like those that Twolegs usually make.

In fact, the kit is crying. She's grown tired from all her

wandering around and she is terrified. She has been on her own in the wild for an entire day, and she has no idea if she'll ever see her family again. Of course, the cats don't know these particular facts but you, as the Narrator, should use them to figure out how the Twoleg kit is acting and describe just those actions and sounds to the players. Let them figure out for themselves what she's doing (even if they guess wrong).

At this point, the players need to figure out what they're going to do. Their mission is to get the kit to follow them to a place where the adult Twolegs are more likely to find her. The question is: How are they going to do that? The possibilities are as limitless as the players' imaginations, but they are likely to come down to two broad categories—either the cats will stay away from the Twoleg⁸ kit and try to tempt her to come their way on her own, or they will go up to the kit and then try to lead her in some direction.

What Happens Next: If the cats decide to go up to the Twoleg kit, continue with 12.

If the cats decide to call to the kit from some distance away, continue with 6.

If the players come up with a plan that does not fall into one of those broad categories, it will be up to you to improvise a scene that suits the situation, then use the choices at the end of scene 12 to progress the story further.

10. Distraught Kit

Read Aloud: "The Twoleg kit has been frightened beyond belief for almost a whole day. Now, with the cats having befriended her, she relaxes just enough for all the emotions she's held inside to finally come pouring out."

Narrator Tips: The players' cats might not understand why the kit is so upset, particularly now that she has the cats as friends, but any cat with the Twoleg Lore Knack will know that crying



is often a Twoleg's natural reaction to moments of relief—it's their way of letting go of all the bad feelings and fears they've been holding inside.

The cats may want to do something to help, but really there isn't much to do. If they try to comfort the Twoleg kit by rubbing against her and purring or sitting in her lap, she will calm down more quickly. But even if they do nothing, she will get back to normal soon enough.

It's only if the players' cats pester the Twoleg kit, yowling with annoyance, poking her with their claws, or nipping at her fingers and toes, that they have to worry. If they make the kit feel more anxious, she will run away. Otherwise, she will soon be ready to follow the cats wherever they want to lead her.

What Happens Next: If the cats pester the Twoleg kit and she runs away, continue with 8.

If the cats let her finish crying so she can calm down, this is the end of the chapter. Hand the adventure to the next Narrator and tell him or her to continue with 2.

11. A Different Kind of Kit

Read Aloud: "The Twoleg kit looks up when she hears a rustling sound in the nearby woods. At first, you think she must have realized the same thing you did—that there's a bear nearby—but clearly her senses aren't as sharp as yours. Instead

of running away from the sound, she runs straight toward it. Perhaps all creatures walking through the woods sound the same to her."

Narrator Tips: The Twoleg kit has no idea that there's a bear ahead—she thinks that the sounds are being made by people looking for her. Luckily for her, the bear is just a cub, too.

If the cats stay with the Twoleg kit as she runs toward the sound, describe the scene as she sees the bear cub and understands what the situation really is. As the Narrator, you get to decide what her reaction to the bear is. Does she get scared and run away? Is she overwhelmed by how cute and furry it is? Does she try to play with it? Is she stunned and unable to move, giving the players' cats the chance to try to guide her away? Decide for yourself what the Twoleg kit will want to do and tell the players how she *begins* to act. Then let the players have their cats react accordingly.

In real life, it is always a bad idea to approach a bear cub. It is, after all, a wild animal. This game, though, is a piece of fiction, and can afford to be slightly more generous in letting fun things happen rather than sticking to pure realism. If the Twoleg kit approaches the bear cub, it is okay for them to play together safely (at least for a little while). If this is what happens in the adventure, let the players' cats come up with a plan for what to do next. Will they play, too? Will they stand off, frightened of the bear cub? Will they call to the Twoleg kit, or use some other method to try to coax her away?

Use the "Improvised Actions" rules to determine the results.

What Happens Next: If the Twoleg kit gets scared and runs into the woods, continue with 8.

If the Twoleg kit stays and plays with the bear cub for a while longer,



continue with 15.

If the Twoleg kit follows the cats away from the bear cub, continue with 16.

12. The Friendly Approach

Read Aloud: "The Twoleg kit seems happy to see you approach. She calls to you and reaches out her hand to feel your fur."

Narrator Tips: After being alone and scared for so long, the Twoleg kit is very happy to see cats (although she thinks of them as kittypets).

The players' cats will need a plan to get the Twoleg kit to befriend them and then follow as they lead her out of the woods. Perhaps they will start by rubbing against her legs and purring. Perhaps they will bring her freshkill to eat. Perhaps they will tug on the coverings of her feet.

Whatever their plan, use the method described in the "Improvised Actions" sidebar to determine its success. In this case, there are three most likely results. If the action works, the Twoleg kit will follow the cats. If the action fails but the plan was good or excellent, the Twoleg kit forgets about the cats, focuses on her problems, and becomes upset. If the action fails and the plan was bad, the Twoleg kit will become so upset that she runs away.

What Happens Next: If the Twoleg kit follows the cats, this is the end of the chapter. Hand the adventure to the next Narrator and tell him or her to continue with 2.

If the Twoleg kit ignores the cats and becomes upset, continue with 10.

If the Twoleg kit runs away, continue with 8.

13. Mama's Home

Read Aloud: "The happy laughter of the two very different kits playing together fills the woods—until the mother of one of

the kits arrives. With a bellowing roar, the adult bear bursts through the bushes, stands on her hind legs, and roars even louder."

Narrator Tips: This may be a tricky scene for you, as the Narrator. Clearly, no person or cat should ever stand up to a mother bear that is protecting her cub. But it's possible that the players may want their cats to fight against the beast in order to protect the Twoleg kit. In addition, in real life, running away from a bear often just encourages it to chase you. But running may seem like the best thing for the cats and Twoleg kit to do, and is a good way to get them out of immediate danger.

You should know your friends well enough to know what type of adventure the group enjoys most—realistic, heroically fictional, or somewhere in the middle. Use that knowledge when determining the outcome of this scene, and remember that the most important thing is always that everyone has fun playing the game.

First, determine how the Twoleg kit reacts to the mother bear's arrival. Does she panic and run into the woods? Does she become frozen with fear? Once you've figured that out, tell the players what she *begins* to do, and allow them a chance to react with their own plans and actions. Some effective strategies would be to distract the bear, cause the bear cub to run away, or even attack or scare the Twoleg kit so that she runs away.

The mother bear has no real interest in fighting the Twoleg kit or the cats but, if pressed, she certainly will fight. The bear has 50 points of Strength, 5 points of Intelligence, and 10 points of Spirit. Her Swat Skill is at level 5, her Bite Skill is at level 4, and her Jump, Pounce, and Wrestle Skills are all at level 3. The mother bear has 65 chips to represent the damage she can take, but she cannot spend any of those chips on actions.

If the Twoleg kit gets hit by the bear even once, she will

become badly hurt. There is no need to use the Abilities, Skills, and Knacks to determine the outcome if the bear attacks the Twoleg kit—it is purely a part of the story. So, as the Narrator, you get to decide when it makes sense for the bear to miss the kit, and when it makes sense that she strike her. (But know that if the scene gets to the point where the bear is attacking the Twoleg kit, things have already gone terribly wrong.)

If any of the players' cats are Knocked Out by the mother bear, or if two or more members of the group have had their chip pools reduced to half or lower, then it counts as the cats having been badly hurt.

There are many, very different ways this scene could play out, so use your best judgment and make us of the "Improvised Actions" rules, if they can be of help.

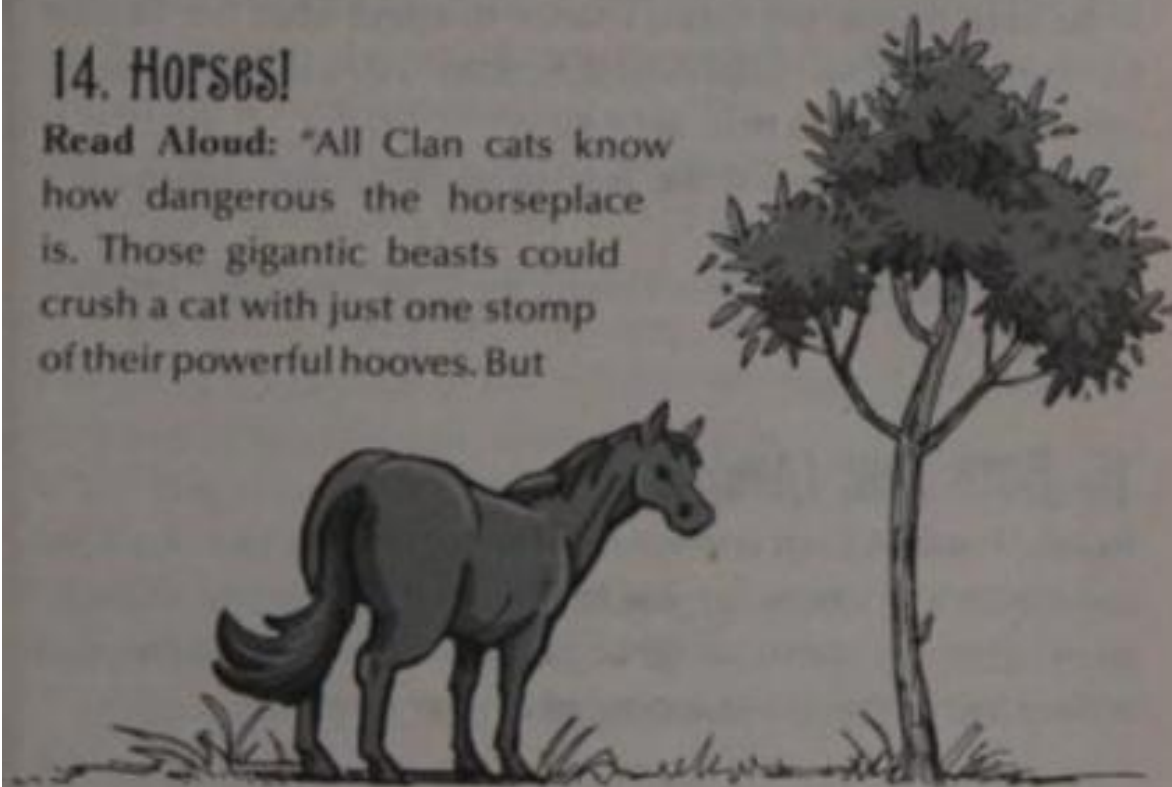
What Happens Next: If the Twoleg kit gets scared and runs into the woods, continue with 8.

If the Twoleg kit or any of the cats are badly hurt by the mother bear, continue with 17.

If the Twoleg kit follows the cats away from the bear cub, continue with 16.

14. HORSES!

Read Aloud: "All Clan cats know how dangerous the horseplace is. Those gigantic beasts could crush a cat with just one stomp of their powerful hooves. But



Twolegs seem to like being around the beasts. The question is, are they there now?"

Narrator Tips: There are two main parts of the horseplace—the area where the horses stay and the area where the Twolegs stay.

Cats get nervous around horses, so make the scene feel very tense. Chances are that the players' cats have never been in horseplace before, and the only things they know about horses come from rumors and tall tales.

The great unknown in this scene is how the Twoleg kit will react when she sees the horses. Can the cats get her to go right to the place where the Twolegs usually gather, or will she want to go see a horse up close?

Let the players' cats make a plan for how they are going to lead the Twoleg kit here. At the same time, decide for yourself how the kit will react to seeing real, live horses. Will she be excited, disinterested, or even a little scared? Will she want to go pet a horse or will she instead focus on the house (where she can be pretty sure she'll find some help)? Then improvise a scene that plays through all that information.

Be sure to give the cats a chance to affect what the Twoleg kit does, using the "Improvised Actions" rules if there isn't an obvious outcome to their action.

What Happens Next: If the Twoleg kit decides to approach a horse, continue with 21.

If the Twoleg kit decides to look for other Twolegs, continue with 18.

15. Bare Your Claws!

Read Aloud: "A Clan warrior must always be ready to fight for survival, and it's time for you to do just that. But you've never even dreamed about dangers as big and vicious as the dog whose teeth now are snapping near your face."



Narrator Tips: Fighting the dog is very difficult and even more dangerous.

The dog has Strength 20, Intelligence 8, and Spirit 12, plus the appropriate number of Ability Chips for each (which it can spend to improve its actions). It does not Swat, but it can Bite three times every Round with a Bite Skill of level 4. The dog also has the Chomp, Dash, and Pin Knacks. It will stand and fight until the cats have done 20 chips worth of damage to it, at which point it will run away.

In almost every case, the dog will attack the cats before it attacks the Twoleg kit. If there is more than one cat for the dog to choose from, it will pick targets randomly. (Select the dog's targets by a rock-paper-scissors contest, rolling dice, or any other method that seems fair to the group.) The only thing that will make the dog focus on the kit is if she tries to approach the Twoleg den—that is what the dog guards most jealously.

If the cats run away from the dog, they and the Twoleg kit can get to the far side of the fence in one Round. Once there, they can reconsider their course of action.

What Happens Next: If the cats want to make a new plan, continue with 18.

If any of the cats or the Twoleg kit are Knocked Out, continue with 17.

If the Twoleg kit is able to knock on the door, continue with 20.

16. To The Lake!

Refresh Chips: Before playing through this scene, tell the players that it is time for them to refresh their chips (as described in Chapter Five of the game rules).

Read Aloud: "During greenleaf, many Twolegs come to the lake. Sometimes the Twolegs swim, sometimes they go to the horseplace, sometimes they simply walk through the woods. They always eat and make a great deal of noise. But leaf-fall is nearly here, and there's no way to tell where the Twolegs will be, if they are at the lake at all."

Narrator Tips: After the players' cats have gotten the Twoleg kit to follow them toward the lake, they have to decide where they want to take her. The two most likely areas are the water's edge near the greenleaf Twolegplace and the horseplace. (Look at a map of the Lake Territories to see exactly where these things are.)

Alternatively, if the players' cats want to lead the kit to the area where Twolegs like to spend the night (a small campground, though the cats would not call it that), you can improvise a scene that lets them do so. At this time of year, there are no Twolegs staying there. Still, you can create an interesting scene as the cats explore the various things that have been left behind—long-cooled remnants of campfires, scraps of food, trash, etc. Perhaps they could encounter some other animals—rabbits, skunks, or raccoons, for example.

What Happens Next: If the cats take the Twoleg kit to the water's edge, this is the end of the chapter. Hand the adventure to the next Narrator and tell him or her to continue with 19.

If the cats take the Twoleg kit to the horseplace, this is the end of the chapter. Hand the adventure to the next Narrator and tell him or her to continue with 14.

17. It's All Fun Until Someone Gets Hurt

Narrator Tips: If the players arrive at this scene, it is because one of their cats, or perhaps the Twoleg kit, was badly hurt. Although it may be possible to rescue the kit, the players' cats cannot claim to have been fully successful in their mission and this is a bad end for the adventure.

Using the details of the scenes that led to this point, improvise an ending for the story, remembering that other cats could still bring the Twoleg kit to her family (or the other way around). If the cats were wounded while taking heroic actions, they should be praised by the other members of their Clans—a sort of “consolation prize” for doing the right thing, but not having it turn out well. If the Twoleg kit was hurt while under their protection, though, the players' cats will probably receive a lecture about the strength and dedication that is expected from a Clan warrior.

What Happens Next: No matter what the details are, this scene means that the adventure has ended badly. The players' cats do *not* get any Experience rewards for this adventure. The group *can*, however, play the adventure again, hopefully making smarter decisions along the way and guiding the Twoleg kit more carefully.

18. The Guard Dog

Read Aloud: “As the group nears the place where Twolegs often stay, you can smell something nearby—something other than the horses. Then you hear it: heavy paws on the grass.”

Narrator Tips: There is a fence around the farmhouse, so the dog cannot get to the cats or the Twoleg kit directly. But it does stand between them and the place where Twolegs may be staying. (The people inside are so used to the dog barking at everything, they do not even come to see why it's making so much noise now.) The question is, can the cats help the kit get past the dog?

The two most likely plans are to get the dog to chase after one or more of the cats as they run away from the fence gate, or for the cats to fight the dog and do enough damage to it to scare it away. If the players have a different idea on how to get the Twoleg kit past the dog and it seems reasonable, let them try it. Use the "Improvised Actions" rules to determine whether or not their plan is successful.

What Happens Next: If the cats try to get the dog to chase them, continue with 22.

If the cats try to fight the dog, continue with 15.

19. A Quick Drink

Read Aloud: "Thinking about it, you're sure that the Twoleg kit cannot have had anything to eat or drink since dawn. It's no wonder she's running to the lake edge so quickly. But she'd better be careful—those rocks get very slippery!"

Narrator Tips: The Twoleg kit is heading straight to the water's edge, which the players' cats know is not the best place to get a drink. Twolegs enter and leave the lake at this point so often, the water near here doesn't taste as good (brought on by the pollution and algae, though the cats would not understand those terms). Also, the rocks where the kit is heading are covered with moss and are very slippery—she



is likely to fall into the water.

Let the players decide if their cats want to do anything about this. They can use any of the tricks that have gotten the Twoleg kit to follow them so far, or try something new. Whatever action they attempt must beat a total of 12 to succeed. If it does succeed, the cats lead the Twoleg kit to a place where she can drink safely. If it fails, the kit falls into the water and must be rescued. She can't swim and will immediately panic if she falls into the lake, in spite of the fact that it is less than one foot deep at that spot and she is in no real danger.

Rescuing the Twoleg kit requires the cats to get into the lake and swim with her. All the cats who are doing so may attempt Swim Checks, adding their results together for a group total. If the group total is 15 or higher, they successfully guide the Twoleg kit to the shore. If not, she continues to splash around in the water and the cats may try again. If they fail a second time, the kit makes it to shore but is so tired by the process that she falls down and is Knocked Out by the exhaustion.

As long as the Twoleg kit is on land and awake, the cats can lead her toward the horseplace and the adventure can continue.

What Happens Next: If the Twoleg kit is Knocked Out, continue with 17.

If the group leads the Twoleg kit toward the horseplace, this is the end of the chapter. Hand the adventure to the next Narrator and tell him or her to continue with 14.

20. Grown-Ups!

Read Aloud: "The kit goes up to the Twoleg den and bats it loudly with her paw. A few moments later, two grown-up Twolegs come out and look down at the kit. Suddenly, the kit begins to cry."

Narrator Tips: Although the players' cats won't understand these actions completely, it is important that you, as the

Narrator, do so that you can properly describe this scene. The little girl is crying because she is so relieved to finally find someone who can help her. The couple at the door are the owners of the riding stables, and though they don't know the girl, they have heard that someone was lost in the woods and they're happy to help. They invite the girl inside and call the police. After a while, the police will arrive and will take the little girl back to her family.

From the players' cats' perspective, all they know is that the adult Twolegs are now taking care of the kit, so they have successfully completed their mission. They can go back to the Clan leaders and tell them so. All the cats from all the Clans will be proud of the players' cats.

What Happens Next: The players' cats should be proud of what they've done. You can improvise a short scene where the Clan leaders tell the cats how well they've done. A few of the cats' Clanmates, though, are skeptical and wonder how the players' cats can be sure that the other Twolegs will really take care of the kit. It's a question no one can answer, but the players will know that their cats did the right thing.

21. Skittish Mare

Read Aloud: "The Twoleg kit is mesmerized by the horse, her eyes wide as she walks up and tries to stroke its nose. She seems to have no idea how nervous the beast is. It snorts, thumps the ground with its front hoof, and looks as though it wants absolutely nothing to do with the kit."

Narrator Tips: The players' cats are certain that the horse will not let the Twoleg kit get close to it. They have to either find a way to calm the horse down or convince the kit to stay away. Neither one is an easy task.

Let the players talk about ways in which their cats could calm the horse. Then have the cats make a group Ponder Check (to which the Animal Lore Knack may be applied) to see

if they can figure out the best way to put that plan into action. (If the players' plan is excellent you, as Narrator, may decide to give the group a +2 bonus to their group Ponder Check.) If the group total for this Check is 16 or higher, the cats have performed their plan perfectly and the horse is calm enough that it lets the Twoleg kit approach and pet it. If the group total is 15 or lower, the horse remains skittish and will rear up if the kit comes near it.

The cats can also try to convince the Twoleg kit to stay away from the horse. They can do this by trying to draw the kit's attention to the place where Twolegs usually stay, or by scaring the kit, or any other plan that seems reasonable to the players. Use the "Improvised Actions" rules to determine the success of their plan (in this case it should almost certainly be a group action, rather than something an individual cat can do). If the action succeeds, the Twoleg kit leaves the horse and goes toward the Twoleg den.

If the horse rears up, the Twoleg kit will be too scared to move.

At that point, the horse is going to stomp its hoof on something, the question is what. Let each cat attempt something to help. They each can try to scare the horse using the Hiss or Arch Skill, they can attack the horse, or they can perform some other action that they think will help. Any action they choose will need a total of 10 or higher to succeed. If more than half of the cats succeed at their actions, the horse will go away without stomping its hoof. If the horse does stomp its hoof, the Twoleg kit will be Knocked Out (she will just have fainted from fear, but the cats won't be able to tell the difference between that and real damage—the results are the same).

Alternatively, if the horse is about to stomp, one of the cats can jump in to block the blow. In this case the Twoleg kit realizes the danger and runs away toward the place where Twolegs usually stay, but the cat will be injured by the hoof stomp. Any

cat that blocks the horse's hoof must take 10 chips worth of damage. Depending on how many chips the cat has spent on various actions, this may be enough to Knock Out the cat.

What Happens Next: If the Twoleg kit or any of the cats are Knocked Out, continue with 17.

If the kit leaves the horse and goes to where the Twolegs stay, continue with 18.

22. Follow Me!

Read Aloud: "It's hard to tell whether the dog is more interested in you or in the Twoleg kit. All your warrior experience tells you that if you run, the dog will chase you."

Narrator Tips: The first thing the players have to decide is which side of the fence they will run on while trying to get the dog to chase them.

Getting the dog's interest is difficult if the cats stay on the far side of the fence. Doing so requires a contest of wills. One cat must make a Spirit Check. If the total is higher than the dog's Spirit score, the dog will chase the cat. The dog has Strength 20, Intelligence 8, and Spirit 12, plus the appropriate number of Ability Chips for each, which it can spend to improve its actions (see Chapter Five of the game rules). The dog has a Bite Skill of level 4. It also has the Chomp, Dash, and Pin Knacks.

If the cat wins the contest of wills, the dog will chase it. But the dog will switch its attention to the Twoleg kit if she comes inside the fence. At that point, the cat must make another contest of wills, exactly as described earlier. If the cat loses that contest, the dog will ignore the cat and instead run back toward the kit. Then the kit must retreat back outside the fence (and she or the cats must close the gate) or the dog will attack her and any cats around her. If the cat wins that contest, the Twoleg kit can walk up and knock on the door of the Twoleg den.

It is easier to get the dog to chase cats that are inside the fence, but much more dangerous. (The cats can easily jump over the fence or squeeze through its slats.) The dog will chase any cat that comes into its yard and try to bite it. If the cat stands still, it must fight the dog. If the cat runs away, the dog will chase after it and try to Bite it one time every Round. The cat must make a Jump Check to determine the target number for the dog's bite. If the Bite Check total is higher than the cat's Jump Check total, the dog successfully bites the cat and does damage. If the dog is chasing a cat inside the fence, it will ignore the Twoleg kit even if she enters the yard, too (which allows her to go up and knock on the door).

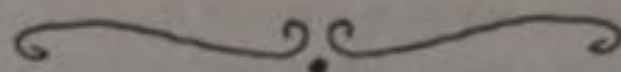
Even if the first attempt to get the dog to chase them fails, the cats can try again as many times as they like (so long as neither they nor the Twoleg kit is forced to fight the dog).

What Happens Next: If either the cats or the Twoleg kit must fight the dog, continue with 15.

If a cat is Knocked Out by the dog's bite, continue with 17.

If the Twoleg kit is able to knock on the door, continue with 20.

AFTER THE ADVENTURE



After the last scene of the adventure has been played, the game itself is not necessarily over. There still are a few things you can do if the players want to keep at it.

Play It Again

Maybe you just want to try the whole thing a second time, starting back at the beginning or perhaps picking up somewhere in the middle where it feels like things went wrong. In either case, your cat would be right back where he or she was and have another chance to try to find a more favorable outcome.

One of the great things about storytelling games is that you can always tell the story again. And, since there are so many ways that the Twoleg kit can react to any of the situations in this adventure, the story could unwind in a different way every time you play (particularly as different Narrators get to guide the storyline).

Experience

If the cats completed the adventure successfully, then they all get Experience rewards. It is important to note, though, that each cat can only get experience from this adventure *once*! If you play through and successfully finish the adventure several times, your cat only gains the rewards listed below after *first* time he or she completes the adventure.

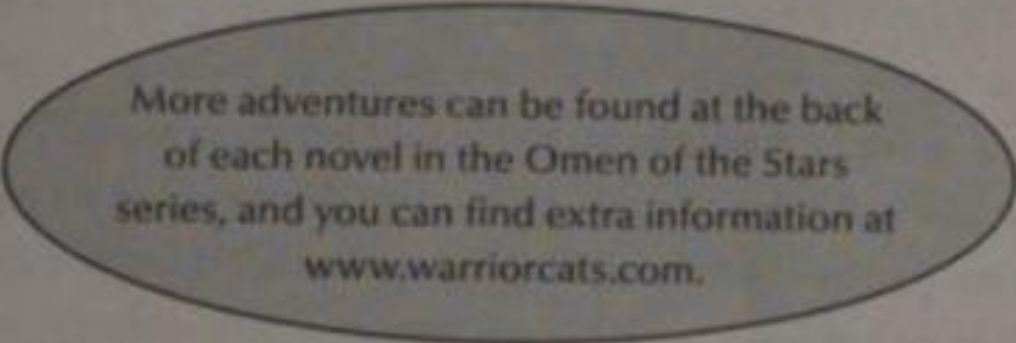
If you use different cats each time, though, each one can get the Experience rewards. The rule is not that a player can only

get experience once, it's that a cat can.

Age: Although the action in this adventure clearly all happens over the course of a day or two, the presumption is that this is the most interesting and exciting thing that happens to your cat during the whole of that moon. Increase your cat's age by 1 moon and make any appropriate improvements described in Chapter Four of the game rules.

Skill: On top of the improvements your cat gets from aging, he or she also can gains 1 level in the Ponder Skill.

Knack: If the adventure had a perfect ending (that is, if the last scene you played through was 20), your cat also gains one level of the Twoleg Lore Knack.



More adventures can be found at the back
of each novel in the Omen of the Stars
series, and you can find extra information at
www.warriorcats.com.